

ABSTRACT

A method of simulating the movement of cloth and a computer-readable medium storing a program which executes the method of simulating the movement of cloth, wherein cloth deformation by compressive force is simulated
5 by an immediate buckling model when the compressive force is applied to two extremities of a deformation unit which models the cloth, cloth deformation by stretching is simulated by a spring model, and hysteresis phenomenon of cloth is simulated by using spring-slips for modeling. The immediate buckling model is based on a model of the present invention in which a deformation unit is not
10 contracted by compressive force and generates an immediate bending deformation. As for the compressive force and stretching, simulation is implemented by separate models, hysteresis phenomenon of cloth is simulated by use of spring-slips for modeling, whereby cloth characteristics can be well reflected and the buckling instability of cloth caused by compressive force can
15 be solved, thereby increasing the simulation speed.